## PROCEEDINGS OF THE BOARD OF ESTIMATE & TAXATION

The regular meeting of September 14, 2016 was held in room 317 of City Hall.

Meeting called to order by President Becker at 5:05 p.m.

Present were Hodges (Betsy Hodges, Mayor of Minneapolis), Johnson (Barbara Johnson, President of the City Council); Quincy (John Quincy, Chair of the Ways & Means Committee of the City Council), Tabb (Anti Tabb, Representative of the Park and Recreation Board), Wheeler (David Wheeler, Elected Member), Becker (Carol J. Becker, Elected Member).

Absent: None:

President Becker opened the Public Hearing for the purpose receiving public comment on the maximum tax levies for pay 2017 for the City Charter and Truth in Taxation compliance.

The Secretary entered into the record Resolution No. 2016-262 adopted at the regular meeting of the Minneapolis Park & Recreation Board held September 7, 2016 seeking levies of \$59,642,450 for the Park & Recreation levy and \$1,732,000 for the Tree Preservation and Reforestation levy.

There being no members of the public present wishing to give testimony President Becker closed the Public Hearing for the City Charter and Truth in Taxation compliance, with regards to the setting of the maximum tax levies payable in 2017.

The Board then received the following presentations;

Park & Recreation Board Superintendent Jayne Miller and finance Director Julie Wiseman presented the following

- A. Minneapolis Park & Recreation Board September 14, 2016 presentation to the Board of Estimate & Taxation LINK
- B. Minneapolis Park & Recreation Board Neighborhood Parks Capital Budget multiyear plan. LINK

The presentations were followed by questions from members of the Board of Estimate & Taxation.

Interim Deputy Chief Financial Officer, Ms Green presented the "Overview of the Mayor's 2017 Recommended Budget and Levies" LINK

The presentation was followed by questions from members of the Board of Estimate & Taxation.

Wheeler moved to adjourn; seconded by Johnson.

The meeting was adjourned at 6:20 p.m.